



LAST BRONX™

Windows 95
PC CD-ROM

TEEN
AGES 13-17
CONTENT RATED BY
ESRB
85065

WARNINGS

Read Before Using Your Sega Entertainment CD-ROM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on on monitors or television screens while playing games on a computer may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a CD-ROM game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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- ☐ The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations as specified on the system requirements of the game purchased. Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

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LAST BRONX



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THE LAST ^{Tokyo} BRONX

Tokyo was riding high on the tsunami of global economic supremacy when the bubble broke in '91. Then things fell apart. Hundred billion yen building complexes were left half-finished, and salarymen started having instant ramen for lunch as the slush-money supplies dried up. And slowly, the hidden Japan began to emerge, crawling in from the shadows on the outskirts of town. Biker gangs and Chinese mafia; loansharks and slave-traders; Doomsday cults, madmen and thieves.

Those were the days of the first All-Tokyo StreetWar - where young gangs met and clashed and slid into run down streets, slick with their own blood. Then a single crew of unstoppable riders appeared to put an end to the violence and bloodshed. Through fair-handed dealings and iron-fisted fighting skills, the Soul Crew gang blazed a path for the future of Tokyo's young...

...until, under circumstances still riddled with doubt and accusations, the leader of the Soul Crew was viciously killed. The tenuous balance of power was thrown out of whack, and every street tribe with pride, dreams or ambition felt the shockwave of his fall like a call to arms. The Second StreetWar was ignited.

At the height of the fighting, an ominously worded challenge to the leaders of the toughest gangs appeared in graffiti scrawls all over town:

FELLOW CITIZENS:

WE'LL GROW WEARY OF THIS BETTER STRIFE. AND SO NOW I CALL ON EACH OF YOU IN THE NAME OF PEACE. YOU ALL KNOW HOW USELESS THESE RECENT SCUMBLES ARE. I HAVE A MODEST PROPOSAL TO REMEDY THIS UNFORTUNATE SITUATION: I CALL FOR A FIGHTING TOURNAMENT, SOLELY BETWEEN THE CHOSEN LEADERS OF EACH WORTHY GANG - A DECISIVE BATTLE THAT WILL SPARE THE LIVES OF THE YOUNG WHILE SETTling THE QUESTION OF WHICH GROUP HAS THE POWER TO RULE TOKYO. OF COURSE THE FIGHTS WILL BE HELD IN SECRET, AND THE RESULTS WILL NOT BE MADE PUBLIC. THIS IS A FIGHT FOR HONOR NOT FAME.

A FINAL WORD: I REGRET THAT UNDER NO CIRCUMSTANCES CAN A REFUSAL TO PARTICIPATE BE ACCEPTED. IN THE EVENT THAT ANY OF YOU DO NOT ATTEND, I WILL MAKE ARRANGEMENTS TO HAVE FLOWERS SENT TO THE FUNERAL. I LOOK FORWARD TO MEETING EACH OF YOU AT THE APPOINTED HOUR.

SEVERAL OF THE RECIPIENTS OF THIS VERY PECULIAR CHALLENGE SHRUGGED IT OFF AS A PRACTICAL JOKE OR THOUGHT IT WAS A TRAP SET BY A RIVAL GANG. BUT WHEN MEMBERS OF THEIR CREWS WERE FOUND FACE-DOWN IN TOKYO BAY, THE TRUTH OF ITS WARNING BECAME VERY CLEAR.

THERE WILL BE NO RSVPs TO THE LAST BRONX.

System REQUIREMENTS

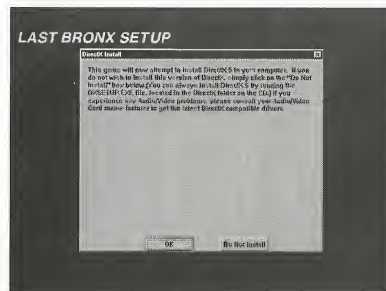
- Operating system:** Windows 95
- CD-ROM:** 2x (4x recommended)
- Minimum CPU Type:** Pentium processor,
133 Mhz
- Memory:** 16MB
- Graphics:** SVGA, supports 16 bit
high color
(256 colors required)
- Sound Card:** Sound Blaster 16
or compatible
- Other:** Keyboard, Windows 95
Compatible joystick or
Game Pad

Getting STARTED

Last Bronx runs under WINDOWS 95 ONLY.

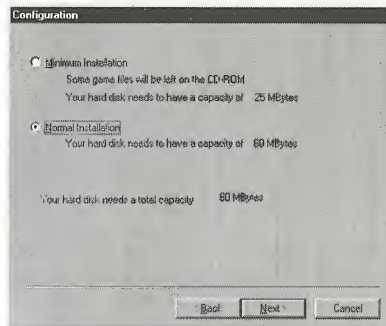
To Play Last Bronx under Windows 95, follow these steps:

1. Place the Last Bronx CD in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.



The first time you insert the Last Bronx CD-ROM, the dialog box will give you the option of installing the game or exiting the program. Select INSTALL to begin the installation process. Here you can elect to perform a "Normal" install (most of the program is stored to your hard drive for better performance) or perform a "Minimum" install (part of the program runs from your hard drive and the rest runs on the CD). If you do not wish to install Last Bronx at this time, select CANCEL.

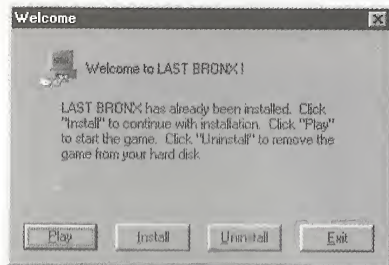
Under Windows 95, the Last Bronx installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, Last Bronx will create a new program group called Last Bronx and place the Last Bronx program in that group.



This program uses Direct X5. If you already have Direct X5 installed, choose, "Do not install Direct X." If you do not have Direct X5 installed, choose "install Direct X." Direct X5 has been known to overwrite certain video and sound drivers improperly. If you experience any video or sound problems with Last Bronx, go to the trouble shooting section of this manual on page 33. If you have an earlier version of Direct X installed, you'll need to install Direct X5.

Welcome SCREEN

Here you elect to Play, (Re) Install, Uninstall and/or Exit the Last Bronx program.



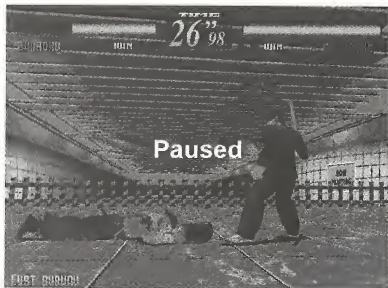
Once Last Bronx is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, (Re) Install, Uninstall or Cancel. Click Install to Reinstall Last Bronx; Uninstall if you wish to remove Last Bronx from your system, or CANCEL to take no action.

1. Configuration: Minimum Installation, 25 Megabytes; Normal Installation, 60 Megabytes.

2. Get Installation Path: Choosing Directory-Where you want to install game.

Main GAME MENU

To get to menu structure, first pause game by hitting F3, then use the mouse or Alt to bring up the menu options.



Hot KEYS

Restart (Alt + F2)

Restart the game at any time.

Pause (F3)

Pause the game at any time.

Controller Settings (F5)

Brings up key settings screen.

Network Settings (F9)

Brings up Link game options.

Display Settings (F4)

Brings up display settings screen.

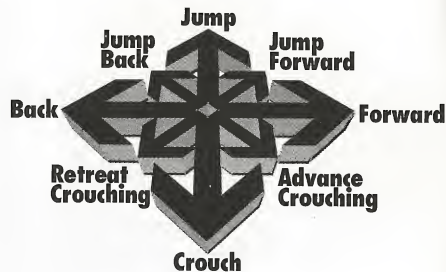
Exit (Alt + F4)

Exit the game at any time.

Note: You can access all of these options and more by hitting F5 or F4 on the character select screen. To access Controller Settings and Game Options press F5. To access Graphical Options press F4.

The Moves

Here are the basic moves for the keyboard and Gamepad/Joystick. All instructions for a fighter facing RIGHT. For a fighter facing LEFT, reverse the directions shown.



Action	Keyboard Player 1	Keyboard Player 2	Game Pad/Joystick
Left	A	Left Arrow	Left
Right	D	Right Arrow	Right
Up	W	Up	Up
Down	S	Down	Down
Block	V	Delete	Button 1
Punch	G	End	Button 2
Kick	H	Page Down	Button 3
Start	Space Bar	Enter	Button 4/Start Button

Walk: Press the Arrow Keys or D-Pad in the direction you want your fighter to walk.

Quick Step: LEFT LEFT or RIGHT RIGHT {Quickly}

Dash/Retreat: LEFT Hold LEFT or RIGHT Hold RIGHT

Jump: UP

Climb: UP and Left or UP and Right {Near a wall}

Crouch: DOWN

Move Crouching: DOWN and LEFT or DOWN and RIGHT

The ATTACKS

There's a right and a wrong way to do everything. The key below shows the right way to utilize the specific weapons that the fighters have and basically teaches you how to use your Keyboard or D-Pad to kick some major tail.

DARK ARROWS: Press and Hold key/button in that direction.

REGULAR ARROWS: Press and Release in that direction.

A: Guard

B: Punch

C: Kick

PUNCH Press B to attack with your fighter's weapon or bare hand.
Press \blacktriangleleft +B for a low blow.

KICK Press C to kick. Press \blacktriangledown +C to kick somewhere below the belt.

GUARD Press and hold A to assume a standing defense vs. Upper and mid-body attacks.
Press \blacktriangleleft +A to guard against low attacks.



GROUND ATTACK Press \blacktriangleup +B to jump in the air and come down hard on your fallen opponent.
Press \blacktriangleleft +B from close range to attack from a standing position.
Some characters have additional ground attacks.
(See the moves lists for each character p.17-32).



THROW Press B+A when in close range to throw your opponent, or \blacktriangleleft +B+A to throw a crouching opponent.
(Some characters can perform a variety of throws. See p.17-32)

Save YOURSELF


Escape Press B+A to escape your opponent's throw.

Get Up Press any key repeatedly to get up quickly when you've been floored.

Roll to Side When you're down, press A repeatedly while holding either  or  to roll away from your opponent to either side.

Roll Away Press  when down to roll away from your opponent. Press A repeatedly while holding  to roll away and off to the side.

Headspring Tap  repeatedly when down to spring up off the ground.

Get Up Kicking Press C repeatedly to get up off the ground with a high kick. Press C while holding  to kick low when getting up.

Special FEATURES

Attack Cancel Press A during an attack to cancel the maneuver mid-way. This feature allows you to break off a time-consuming attack sequence in order to block or launch a quicker move.

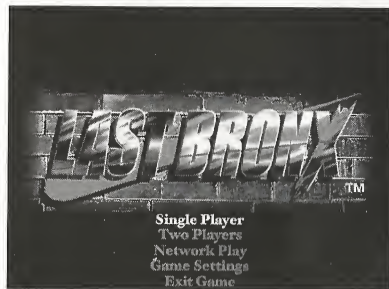
Combat Roll Press Guard + Punch + Kick to roll forward toward your opponent. The Combat Roll is a good way to evade upper and mid-body attacks while reducing the distance between you and your foe.

Aerial Combo Launch your foe into the air with a powerful shot, then take the opportunity to acquaint him with your fighter's multiple-hit attack techniques.

Taunt Press Guard repeatedly to mock and ridicule your opponent. The resulting loss of self-esteem could tip the odds in your favor.

Game MODES

Press the Arrow Keys or D-Pad UP or DOWN to highlight the name of a mode, and Enter to select the highlighted mode. The following modes are available:



1 PLAYER MODES

Arcade Mode:

All the arcade game action without waiting in line.

Survival Mode:

One round per opponent. No warm ups, no regained lives, just show time.

Team Battle Mode:

Battle the computer with two teams of three or five fighters.

2 PLAYER MODES

VS Mode:

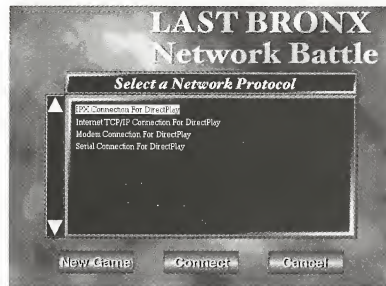
You and a friend choose your favorite characters and play head to head until the bitter end.

Note: A VS game can be cancelled during play by holding DOWN the Guard, Punch, Kick, and the Start keys/buttons simultaneously or pressing Punch on the Character Selection Screen.

2 PlayerTeam Battle Mode:

Allows you to organize a match between two teams of three or five players with your friends or set up a tournament with up to nine people.

NETWORK Play



VS Mode for Multiplayer Matches:

Allows you to play head to head via IPX/LAN, TCP/IP, modem or serial link.

Team Battle Mode for Multiplayer:

Allows you to organize a match between two teams of three or five players over IPX/LAN, TCP/IP, serial link or modem.

IPX:

Link up with a friend over a local network.

TCP/IP:

Play anyone over the internet or on local area network. Enter the IP address of the session host you wish to challenge or to see a listing of anyone looking for a game. Run "winipcfg" to get your IP address. (Note: You must have the TCP/IP protocol installed for Windows 95 (under Network Properties) to have winipcfg installed.)

Serial Link:

Play head to head over a cable link between two communication ports.

Modem:

Play against a friend over the phone lines. We recommend at least 14.4K Baud Modem for modem play.

You can access all of these options and more by hitting F5 or F6 at any time. To access Controller Settings and Game Options press F5. To access Graphical Options press F6.

"Life was easy back in the old days - Soul Crew ruled the streets, and nobody gave us any trouble. But since our leader got wasted, you gotta watch your back around here. Now I'm the boss of Neo Soul, but I have to fight to get any respect. Joe split off to do his own thing, and Zaimoku went back home to work for his dad. Now every punk on the street wants to challenge me for the chance to be the new Number One. But I've got three big sticks that say I'm here to stay.

ATTACK
 Quick Tune Up
 Quick Tune Up-Low
 High Kickstart
 Kickstart Low
 Kickstart

COMMAND
 Punch
 ⬇+Punch
 Kick
 ⬇+Kick
 ⬇+Kick

GROUND ATTACKS
 Hard Landing
 Two Wheel Shoot

⬇+Punch
 ⬇+Punch

THROWS
 Hi-Speed Brainbuster
 Crank Throw
 Two-Stroke V Impact
 Full Tune Up

Punch + Guard
 ⬇⬇⬇+Punch
 ⬇⬇+Punch
 ⬇⬇⬇+Punch + Kick



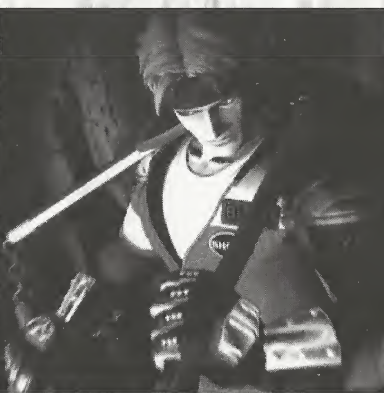
SPECIAL ATTACKS

Yellow Zone
 Red Zone
 Full RPM
 Top Speed
 Combo-Over Top
 Combo Backspin
 Combo-Low Dropkick
 Shoulder Tackle
 Snake Through Traffic
 Legbreaker
 Dual Knock
 Exhaust Storm
 Headbash Kick
 Rev Kick
 Rev Kick-Double R
 Highway Buster
 Accelerated Turn
 Sonic Elbow
 Open Throttle
 Pedal to the Medal
 Tornado Starter
 Red Tornado
 Uppercut Swing
 Power Loop
 Low Spin Kick
 Neo Soul Swing
 Soul Swing Double
 Burning Soul
 Flywheel Kick

Punch Kick
 Punch Punch
 Punch Punch Kick
 Punch Punch Punch
 Punch Punch ⬇+Punch
 Punch Punch Punch Kick
 Punch Punch Punch ⬇+ Kick
 ⬇⬇⬇+Punch + Kick
 ⬇⬇+Punch
 ⬇⬇+Punch + Kick
 ⬇+Punch + Kick
 ⬇⬇⬇+Punch + Kick
 ⬇+ Kick
 Kick + Guard
 Kick + Guard Kick
 ⬇⬇⬇+Punch
 ⬇⬇⬇+Punch
 ⬇⬇+Punch
 ⬇+Punch
 ⬇+Punch Kick
 ⬇+Punch
 ⬇+Punch Punch
 ⬇+Punch
 ⬇+Kick + Guard
 ⬇+ Punch
 ⬇+Punch Punch
 ⬇+Punch Punch Punch
 ⬇⬇⬇+Kick



SPECIAL ATTACKS



Yusaku's a good kid - Maybe a little wet behind the ears - but he'll do alright. I coulda taken over the Soul Crew after the shakeup, but that's not my thing. So I told Yusaku it was time for him to step up and be a man. Then I hit the road.

Just give me some dear streets and room to ride and you won't hear any complaints from me. That's why I started Shinjuku Mad. We're into the same things: bikes, brawls and bad attitudes. It's not that we go out looking for trouble, it just seems to come out way. Never seems to hang around for long though. Hard to cause a beef on two broken knees.

Anyway, that's my story. I'm not too interested in this whole fighting game, but I've got time to kill. And somebody's gotta show Redrum what it means to be bad."

ATTACK COMMAND

Swing Lead Punch
Low Swing ◀+Punch
High Kick Kick
Squat Low Kick ◀+Kick
Midriff Kick ◀+Kick

GROUND ATTACKS

After Dark Dive ◀+Punch
Sundown Swing ◀+Punch

THROWS

Shoulder Throw Punch+Guard
Fangs of the Beast ◀+Punch+Guard
Skullhead Crush ◀◀+Punch+Kick
Gallows Pole ◀◀◀◀◀+Punch+Kick

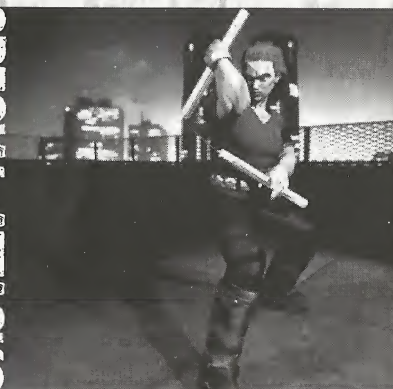


SPECIAL ATTACKS

Swing High Punch Kick
Pitch-Double Punch Punch
Triple Swing Punch Punch Punch
Double Swing-Front Punch Punch Kick
Triple Swing-Spin High Punch Punch Punch Kick
Four Swing-Combo Punch Punch Punch Punch
Upward Shot ◀◀+Punch + Kick
Comin' Atcha ◀+Punch + Kick
Stealth Bomber ◀◀+Punch + Kick
Lights Out Backspin Kick + Guard
Midnight Buster ◀◀+Punch
Black Tornado ◀◀+Punch
Side Slasher ◀◀+Punch
Slash Axle ◀◀+Punch + Kick
Chop Down ◀◀+Punch
Hurricane Shot ◀◀+Punch
Double Hurricane ◀◀+Punch Punch
Hey Moe ◀◀+Punch
Cracked Ribs ◀+Punch
Broken Clavicle ◀+Punch Punch
Multiple Fracture ◀+Punch Punch Punch
Cutting Elbow ◀+Punch
Cutting Spin ◀+Punch Kick
Hard Shoulder-Rumble Punch + Kick
Hard Shoulder-High Punch + Kick Kick
Hard Shoulder-Crawl Punch + Kick ◀+ Kick
Wild Uppercut ◀+Punch
Long Midriff Kick ◀◀+ Kick
Standing Kick Kick (while rising)



SPECIAL ATTACKS



"Grandpa Kusanami's OK I guess... he taught me everything I know about using my sticks. But I wish he wasn't so old fashioned about things. He doesn't understand that a high-school girl's got to have time to have fun too. He's always nagging that I should spend more time in the dojo and less time hanging out with the Orchads. I just let him talk, then I go and do what I want. After all, since my mom ran off to America with that lawyer, I'm all the family he's got. What's he gonna do - disinherit me?"

ATTACK COMMAND

Drum Beat
Sitdown Beat
Hip Action Kick
Low Kick
Pivot Kick

Punch
◆+Punch
Kick
◆+Kick
◇+Kick

GROUND ATTACKS

Showstopper
G Clef Assault
Loop Kick

◇+Punch
◇+Punch
◇+Kick

THROWS

Lisa's Overthrow
Lisa's Fly High Flip
Lisa's Drop Kick
Lisa's Twist

Punch+Guard
◇◇+Kick+Guard
◇◇+Punch+Kick
◇◇+Kick+Guard



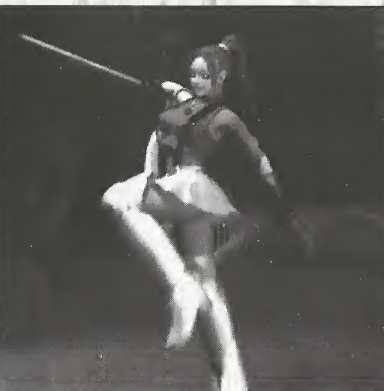
SPECIAL ATTACKS

Bongo Beat-High Spin
Quaver
Hemiquaver
Hemisemiquaver
Hemisemidemi-quaver
Sonic Wave
Snaredrum Shot
Tom-Tom Rush
High Hat Shot
High Hat Snare
Buddy Rich Tribute
Baton Twirl
Baton Twirl-Extra
Swing Low
High Kick Inside
Percussion Strike
Tympanic Blast
Tympanic Roll
Orchid Cutter
Back Beat
Double Back Beat
Slant Back Beat
Low Back Beat
Back Beat-Double Low
Quick Elbow
Drumroll Please
Drumroll-Mule Kick
Rockette Kick

Punch Kick
Punch Punch
Punch Punch Punch
Punch Punch Punch Punch
Punch Punch Punch Punch Punch
◇◇+Punch +Kick
◇◇+Punch +Kick
◇◇+Punch +Kick
◇+Punch +Kick
◇+Punch +Kick Punch
◇+Punch +Kick Punch Punch
Punch + Kick
Punch + Kick Punch
◇◇◇+Punch + Kick
Kick + Guard
◇◇+Punch
◇+Punch
◇+Punch
◇◇+Punch
◇+Punch
◇+Punch Punch
◇+Punch ◇+Punch
◇+Punch
◇+Punch ◇+Punch
◇+Punch
◇+Punch
◇+Punch Kick
◇+Kick



SPECIAL ATTACKS



"Thrashing the streets of L.A., shredding the slopes in Vale, chilling out back home in Osaka. Yeah, you could say I've been there and done that. I don't ask much out of life. Just have a good time all the time. But that doesn't mean I can't get serious when I need to. Old man Kusanami taught me about that, about finding a center and trusting myself. About using my stick.

I learned a lot at the Kusanami-dojo. And I met Lisa there. Man, is that girl hot or what? But she looks through me like I'm the Invisible Man. Can you believe it?

So I quit the dojo and got together a couple of guys in Helter Skelter to tear up the streets of Tokyo and generally get it on. And when I win this tournament, I think Lisa will begin to see why she and I were meant to be."

ATTACK COMMAND

Staff Thrash
Low Thrash
High Kick
Low Kick
Mid Kick

Punch
♦+Punch
Kick
♦+Kick
◇+Kick

GROUND ATTACK

Skay-Bo Smash
Point First Jab
Whirl Down

◇+Punch
◇+Punch
◇+Punch +Kick

THROWS

Over Easy
Over Hard
Pushover Thrash
Round the World

Punch + Guard
◇◇◇+Punch
◇◇◇+Punch +Kick
◇◇◇◇+Kick +Guard



SPECIAL ATTACKS

Headbanger
Headbanger-Slash
Headbanger-Kick
Headbanger-Roundhouse
Wishbone Lunge
Quick Jab
Whirlybird
Whirlybird Special
Angle Kick
Extreme Backlash
Getting Air
Air with a Vengeance
One Big Stick
360
360-Smashdown
Radical Launcher
Ankle Breaker
Double Ankle Breaker
Backhand Thrash
Forehand Thrash
AC-DC Thrash
AC-DC Cartwheel
Torsion Stick
Upshot
Double Upshot
Smack
Smack-Crack
Smack-Crack-Whack
Skater's Squat Thrust
Cartwheel Kick

Punch Punch
Punch Punch Punch
Punch Kick
Punch Punch Kick
◇◇◇+Punch +Kick
◇+Punch +Kick
Punch + Kick
Punch + Kick ◇+Punch + Kick
◇◇◇+Kick + Guard
◇◇◇+Punch
◇+Punch
◇+Punch Punch
◇◇◇+Punch
◇◇◇+Punch
◇◇◇+Punch Punch
◇+Punch +Kick
◇◇◇+Punch
◇◇◇+Punch Punch
◇+Punch
◇+Punch Punch
◇+Punch Punch Kick
◇◇◇+Punch
◇+Punch
◇+Punch Punch
◇+Punch
◇+Punch Punch
◇+Punch Punch Punch
♦◇+Punch
◇+Kick



SPECIAL ATTACKS



"When my brother and I started the G-Troops, all we wanted to do was practice our skills: survival game tactics, hand-to-hand combat, some commando weapons techniques. But the whole thing was training. Nobody was supposed to get hurt.

But I guess word got out that the G-Troops could rock hard with the best of them. Then my brother got that 'invitation' from the Redrum gang, and when he refused, they messed him up pretty bad. I haven't seen him since. So now there's nobody to take his place but me.

I've been in some scrapes before, but nothing like this. The other guys in this tournament look pretty tough, and they've all learned their reps on the street. But I don't care about any of that - they can keep the stupid tournament. All I want is to get my hands on Redeye for what he did to my brother."

ATTACK
 Lead Knock
 Squat Straight
 High Kick
 Low Kick
 Middle Upper Kick

COMMAND
 Punch
 ▾+Punch
 Kick
 ▾+Kick
 ◊+Kick

GROUND ATTACKS
 Paratrooper Attack
 Circular Swing

THROWS
 Lightning Strike
 Stay Down!
 Geronimo Drop
 Rollover Hard

Punch + Guard
 ◊+Punch + Guard
 ◊◊+Punch + Guard
 ◊◊◊◊◊+Punch



SPECIAL ATTACKS

Knock High Kick
 Double Knock
 Double Knock-Hook Kick
 Combo-Double High
 Combo-Catch Kick
 Triple Knock
 Combo-High Spin Kick
 Combo-Low Spin
 Combo-Air Raid
 Double Hammer
 Step Kick-Inside
 Step Kick-High
 Step Kick-Low
 Low Spin Kick
 Middle Straight
 Vertical Hammer
 Vertical One-Two
 Smash Elbow
 Back Blow
 Double Back
 BB Spin
 Scratch Hammer
 Scratch Side
 Twist Shot
 Running Heel Trap
 Air Raid Kick
 Toe Kick
 Knee Assault

Punch Kick
 Punch Punch
 Punch Punch Kick
 Punch Punch Kick Kick
 Punch Punch Kick ◊+ Kick
 Punch Punch Punch
 Punch Punch Punch Kick
 Punch Punch Punch ◊+ Kick
 Punch Punch Punch ◊+ Kick
 Punch + Kick
 Kick + Guard
 Kick + Guard Kick
 Kick + Guard ◊ Kick
 ◊+Kick + Guard
 ◊◊+Punch
 ◊◊+Punch
 ◊◊◊+Punch Punch
 ◊+Punch
 ◊+Punch
 ◊+Punch Punch
 ◊+Punch Kick
 ◊+Punch
 ◊+Punch Kick
 ◊+Punch
 ◊◊+Kick
 ◊+Kick
 ◊+Kick
 ◊+Kick



SPECIAL ATTACK



"I thought I could give up all this king of the streets tough-guy baloney when I came back to work for my pop. All I wanted to do was put in an honest day's work at the yards, and set a good example for the rest of the Dumpsters."

Then this whole stupid StreetWar thing had to flare up again. That's the reason I quit Soul Crew to begin with. But now Redrum is making threats to my boys. They say there's gonna be trouble if I don't show. I say there's gonna be trouble when I do."

ATTACK COMMAND

Hammer Down
Ankle Hammer
Kick-Head
Kick-Leg
Kick-Torso

GROUND ATTACKS

Dumpster Drop
Driving Iron

THROWS

Working Overtime
Clothesline Clout
Wrecking Crew
Workingman's Blues
Clean-Up Crew



Punch

↓+Punch

Kick

↓+Kick

◇+Kick

◇+Punch

◇+Punch

Punch + Guard

◇◇◇+Punch + Kick

◇◇◇+Punch + Kick

◇◇◇◇◇+Punch + Kick

◇◇◇◇◇+Punch + Kick

(near wall)

SPECIAL ATTACKS

Hammer Down-Kick
Double Hammer Down
Triple Hammer Down
Zaimoku Wind Up
Titanium Headbutt
Round Hammer
John Henry
John Henry-Launcher
Megaton Hammer
To the Moon
Side Hammer
Big Tool
Jaw Breaker
Leg Hammer
Tamp Down
Tamp Down-Launcher
Smash Hammer
Ravin' Hammer
Upper Hammer
Katsushika Hambone
Junkyard Dog Kick
Steamroller Kick

Punch Kick

Punch Punch

Punch Punch Punch

◇◇◇◇◇+Punch

◇◇◇+Punch + Kick

◇+Punch + Kick

Punch + Kick

Punch + Kick Punch + Kick

◇◇◇+Punch

↓◇+Punch

◇◇◇+Punch

◇◇◇+Punch

◇◇◇+Punch

◇+Punch Punch

◇+Punch

◇+Punch Punch

◇+Punch

◇+Kick

◇◇◇+Kick + Guard

COUNTER ATTACKS

High Body Counter
Low Body Counter
Up Ramp Detour
Down Ramp Detour

◇◇◇ Guard [vs hi/midPunch]

◇◇◇ Guard [vs lowPunch]

Guard ◇◇ [vs hi/midKick]

◇◇ Guard [vs lowKick]



SPECIAL ATTACKS



"Just because I'm the only daughter of a zaibatsu director's family doesn't mean I have to be spoiled rotten and nasty... but I am anyway. I formed the Dogma crew with one rule only - 'No boys allowed.' I don't hate men, I just expect them to serve me. And if pigs like Kurosawa can't handle it, they can tell it to the business end of my sai. That tomboy Yoko on the other hand is welcome to join us whenever she wants."

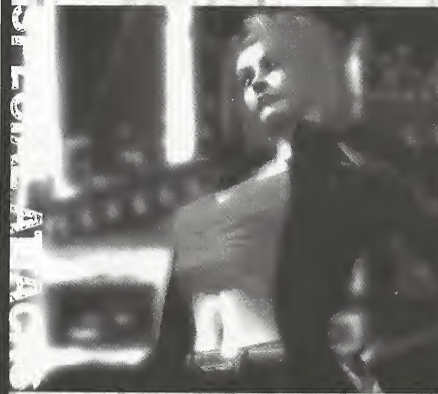
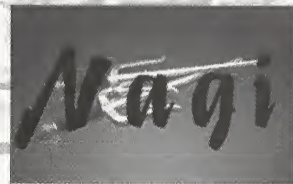
ATTACK	COMMAND
Quick Snap	Punch
Low Snap	▼+Punch
High Kick	Kick
Low Kick	▼+Kick
Mid-Body Kick	◇+Kick
GROUND ATTACKS	
Dagger Down	◇+Punch
Lowdown Double Snap	◇+Punch
Up and Over	◇+Kick
THROWS	
Ice Queen	Punch + Guard
Crab Claw Legdrop	◇◇+Kick + Guard
Head Scissors	◇◇◇◇◇+Punch + Kick

DOGMA

どくま

SPECIAL ATTACKS

Snap-High Kick	Punch Kick
Snap-Knock	Punch Punch
Snap-Knock Turn	Punch Punch Punch
Spiny High Kick	Punch Punch Punch Kick
Sadistic High Kick	Punch Punch Punch Kick Kick
Head Trauma	◇+Punch + Kick
Nasty Fork	◇◇+Punch + Kick
Bad Girl Jump	Kick + Guard
BGJ-Low Spin Kick	Kick + Guard ◇ +Kick + Guard
Low Spin Kick	◇◇+Kick + Guard
Double Spin Kick	◇◇+Kick + Guard Kick
Triple Spin Kick	◇◇+Kick + Guard Kick Kick
Hysteric Spin Kick	◇◇+Kick + Guard Kick Kick ◇+Kick
Cross Cutter	◇◇+Punch
Double Hand Charge	◇◇+Punch
Double Hand Smash	◇◇+Punch Punch
Hardbody Snap	◇◇+Punch
Middle Thrust	◇◇+Punch
Middle Thrust Side	◇◇+Punch Kick
Middle Slash	◇+Punch
Slash Rush	◇+Punch Punch
Rush Edge	◇+Punch Punch Kick
Rush Body Piercing	◇+Punch Punch Punch
Half Moon Cutter	◇◇+Punch
Half Moon Falling Star	◇◇+Punch Punch
Cutthroat Upper	◇+Punch
Hardbody Twist	◇+Punch
Back Somersault	◇+Kick
Stiletto Heel	◇◇+Kick
Hook Kick	◇+Kick
Rising Kick	◇+Kick
Middle Hook Kick	◇+Kick Kick
Step Edge	◇+Kick
Screw Fall Kick	◇+Kick + Guard



Trouble

QUESTION #1:

Does Last Bronx require an MMX processor, or will it work on a Pentium-class processor?

Answer:

Last Bronx will work with either an MMX processor in your computer or a native Pentium class processor without MMX.

QUESTION #2:

After installing the game, I am experiencing Video problems. What could have caused this and how can I fix it?

Answer:

What most likely happened is Microsoft's Direct X overwrote your video drivers. Since Last Bronx uses Direct X5, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:

- 1) Double Click on the "My Computer" icon.
- 2) Double Click on the "Control Panel" icon.
- 3) Double Click on the "Add/Remove Programs" icon.
- 4) Choose Direct X Drivers and then hit the Add/Remove Programs Button.
- 5) Click on the "Restore Display Drivers" button.

If this does not fix your video issue, you should download the latest Direct X compatible video drivers from your video card manufacturer's web site.

Here is a list of certain video cards which require special Direct X drivers to be downloaded from your video card manufacturer's web site:

1. Some ATI brand video cards (www.atitech.com)
2. Chips and Technologies (www.chips.com)
3. Diamond Multimedia (www.diamondmm.com)

4. Matrox (www.matrox.com)
5. Number 9 (www.nine.com)
6. Simply the Best (www.stb.com)
7. Silicon Integrated Systems "SiS" (www.sis.com.tw)
8. Tseng Labs (www.tseng.com)

If you have trouble finding Direct X drivers, you can also get drivers at www.drivershq.com or www.windows95.com.

QUESTION #3:

I get sound effects, but no music during gameplay? How do I fix this?

Answer:

The music in Last Bronx is CD Audio. You should try to play tracks 2 or higher on the Last Bronx CD-ROM to see if your CD audio is properly set up. If you cannot hear the CD Audio under the Windows 95 CD Player (Start Button > Programs > Accessories > Multimedia > CD Player), you need to:

- 1) Make sure that the CD Audio volume is not muted (under Windows 95 Volume Control)
- 2) Make sure that your CD-ROM drive is connected to your Sound Card.

QUESTION #4:

During gameplay, I get CD Audio, but no Sound Effects. How do I fix this?

Answer:

- 1) Make sure that the Sound Effects volume is not muted (under Windows 95 Volume Control)
- 2) Direct X could have overwritten your Sound Drivers. Since Last Bronx uses Direct X5, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:

If this does not fix your sound issue, you should download the lat-

est Direct X compatible sound drivers from your sound card manufacturer's web site. Here is a list of certain sound cards which require special Direct X drivers to be downloaded from your sound card manufacturer's web site:

- 1) Aztech Labs - standard in most Packard Bell computers (www.aztechca.com)
- 2) Crystal Semiconductor (www.crystal.com)
- 3) MWAVE (<http://watson.mmb.sfu.ca/new.html>)
- 4) OPTi (www.opti.com) or (<http://ftp.opti.com/pub/multimed/>)
- 5) Sound Blaster 64 AWE or Sound Blaster 32 AWE (www.soundblaster.com)

If you have trouble finding Direct X drivers, you can also get drivers at www.drivershq.com or www.windows95.com.

QUESTION #5:

I want to play a head to head network game using TCP/IP protocol, but I do not know my IP address. How do I find out my IP address?

Answer:

If you have TCP/IP installed under Network Properties, Windows 95 has a built in command called "winipcfg". Go to the Start Button, choose "Run" and then type "winipcfg" and a dialog box will appear with your IP address. The person who creates a new game should enter in the IP address of their computer and the person joining the game should enter in the IP address of the computer where the game was created.

QUESTION #6:

I inserted the Last Bronx CD into the drive and am getting a message: "Line 253 = COMMON..." and the game will not install - what do I do?

Answer:

The solution is to download the Windows 95 CD-ROM drivers from your CD-ROM drive either from your CD-ROM manufacturer or from www.windows95.com.

QUESTION #7:

How can I optimize Last Bronx to run faster on my PC?

Answer:

We have included several PC specific options to allow you to get the best performance possible on the PC. Some ways of making Last Bronx run faster are:

- 1) Make sure you have the proper Direct X video drivers - this is the #1 cause of slow down. (See answer to Question #2)
- 2) Make sure all other programs are closed or disabled.
- 3) Try playing with low detailed background and stage textures.
- 4) Try playing in quarter screen mode.
- 5) Try playing in low resolution or 256 colors.

QUESTION #8:

I am having trouble hooking up my gamepad/joystick. What do I need to do?

Answer:

Last Bronx uses Direct Input, so all you should need to do is properly configure and calibrate your joystick/gamepad under the Joystick icon in the Windows 95 control panel. Once you have done this, start Last Bronx, go to the Options Menu in the menubar and choose "Device Settings." Choose the input method you want to use "Keyboard, Joystick and Keyboard, 2 Joysticks, Microsoft Sidewinder (both Player 1 and Player 2 can play head to head with MS Sidewinder gamepads), etc.

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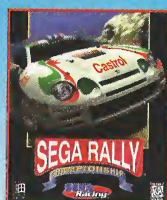
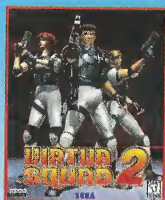
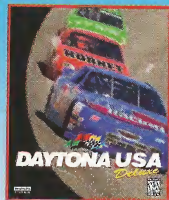
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